DOCUMENT RESUME

ED 233 376 CS 207 793

AUTHOR Girard, Suzanne; Willing, Kathlene
TITLE The Primary Computer Dictionary.
REPORT NO ISBN-0-88954-293-7
PUB DATE 83
NOTE 61p.
AVAILABLE FROM Highway Book Shop, Cobalt, Ontario, Canada POJ 1CO ($6.95, Canadian funds, includes postage and handling; 20% discount for schools and institutions, and 40% discount for book stores).
PUB TYPE reference Materials - Vocabularies/Classifications/Dictionaries (134)

EDRS PRICE MF01 Plus Postage. PC Not Available from EDRS.
DESCRIPTORS *Computer Literacy; *Computers; Definitions; Dictionaries; Primary Education; Resource Materials; *Vocabulary

ABSTRACT

Suitable for children from kindergarten to grade three, this dictionary is designed to introduce young children to computer terminology at a level that they will understand and find useful. It is also suitable for parents as a home resource, for library use, and as a handbook for teachers. The first sentence of each definition contains the kernel of meaning, followed by additional explanation. The illustrations--which include diagrams, a cartoon computer character, and practice keyboards--extend the definitions and involve readers. The dictionary contains definitions for 50 words which serve as a necessary base for working with computers. The vocabulary was drawn from six categories: general concepts, hardware, commands, programs, keys, and language. (HTH)

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THE Primary Computer Dictionary

written by
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and
Kathlene Willing, B.Sc., M.Ed.

illustrated
Melanie Hayes

50 useful words and definitions to introduce young children to computers

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Published by
HIGHWAY BOOK SHOP
Cobalt, Ontario P0J 1C0

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Canadian Cataloguing in Publication Data

Girard, Suzanne, 1950-
The primary computer dictionary

ISBN 0-88954-293-7

1. Computers - Dictionaries, Juvenile. I. Willing, Kathlene, 1937- II. Title.

QA76.23.G57 1983 j001.64'03'21 C83-098911-0

FOREWORD

As children encounter computer technology in their communities, schools and homes, they discover many new words and ideas. The purpose of this dictionary is to introduce young children to computer terminology at a level which they will understand and find useful.

From our teaching experience, we found certain words occurred frequently in the early stages of computer literacy. We chose 50 entries which serve as a necessary base for working with computers. The vocabulary was drawn from six categories: general concepts, hardware, commands, programs, keys and language.

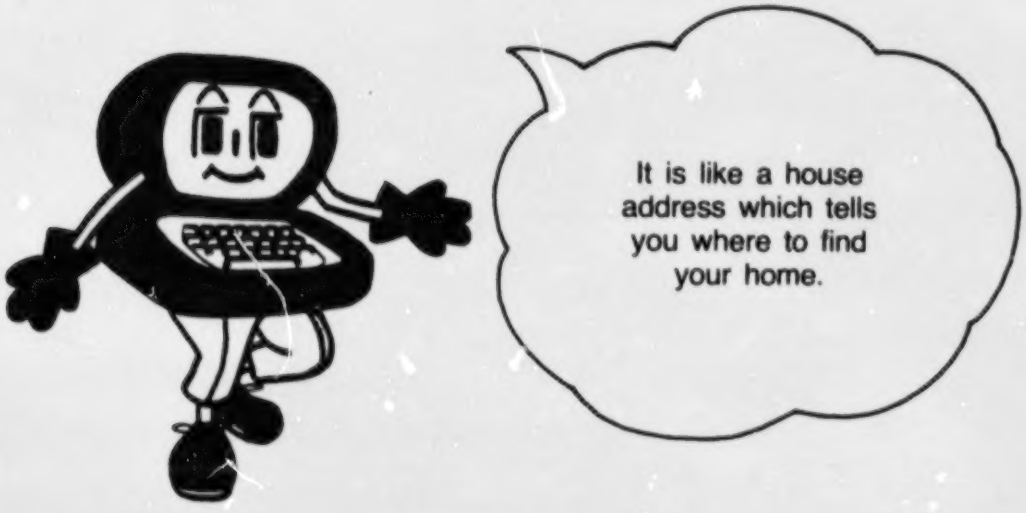
For each word, the first sentence of the definition contains the kernel of meaning, and then an additional explanation follows. The illustrations, which include diagrams, an animated computer character and practice keyboards, extend the definitions and involve the reader.

This dictionary is suitable for children from Kindergarten to Grade Three. Its pages invite them to investigate the terminology on their own. Parents will find that this book is a helpful resource at home. In schools it can serve as a handbook for teachers to introduce computer vocabulary, as well as to develop interest centres and units on computer literacy. Librarians will discover that it is an excellent beginning reference book. *The Primary Computer Dictionary* sparks active and creative learning about the world of computers.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

ADDRESS

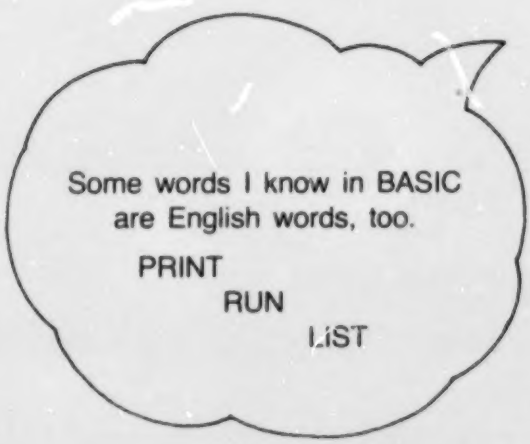
An address can be a number or a name. It tells you where to find a certain place in the computer's memory. For example, POKE 752,1 is an address.

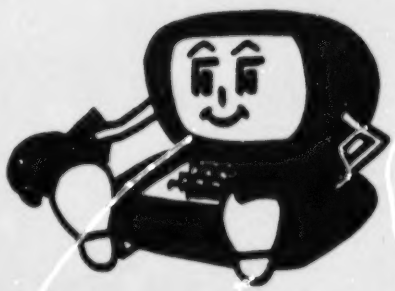


A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

BASIC

BASIC is the name of an easy programming language. Most microcomputers can follow programs written in BASIC. The letters stand for **B**eginner's **A**ll-purpose **S**ymbolic **I**nstructional **C**ode.





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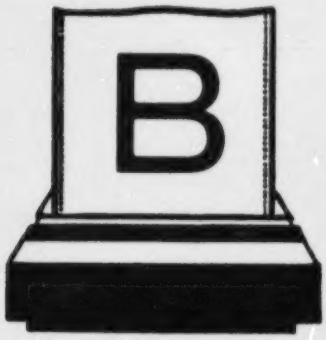
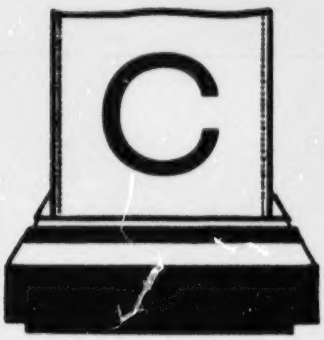


BUG

A bug is a mistake in a computer program. You try to find the bugs and correct them so the computer can understand your program. Then it can do what you are asking it to do. When you debug a program, you can find and correct the mistakes.

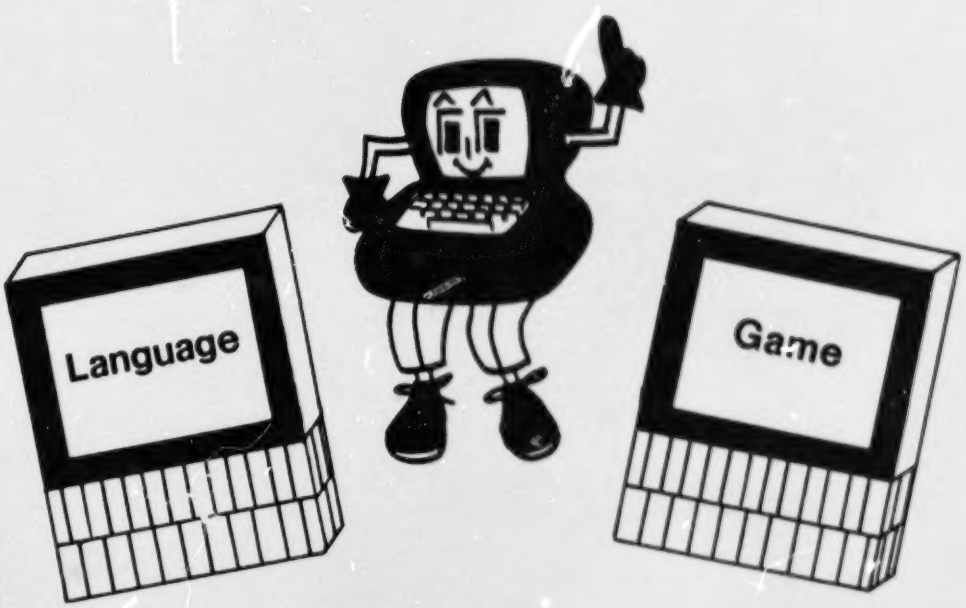
Can you find the two bugs in this program?

```
10 PRINT*Hello"
20 PRIST"Good-bye"
```



CARTRIDGE

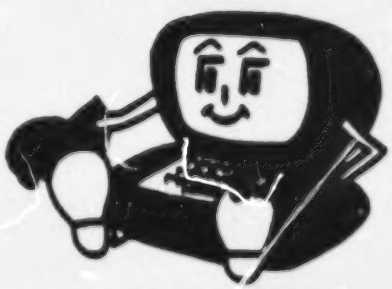
A cartridge is a small, plastic case with microchips inside. Information is stored on the microchips. You fit the cartridge into a special place in the computer. Language and game programs which are stored in cartridges are a kind of software.



COLON

A colon is a mark which joins more than one instruction on the same line in a program. A colon looks like two dots, one above the other :.

```
10 PRINT"one":PRINT"two":PRINT"three"
```



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

COMMAND

A command is a word in the computer's language which tells the computer to do something. You can use a BASIC command such as RUN and LIST to tell the computer to do something with your program right away.

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A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

COMPUTER

A computer is a machine with a memory. It only remembers what it is told. Then it keeps the information and uses it to answer questions and solve problems very quickly.

mainframe computers are as large as a room

minicomputers are as big as a desk

microcomputers are as small as a typewriter

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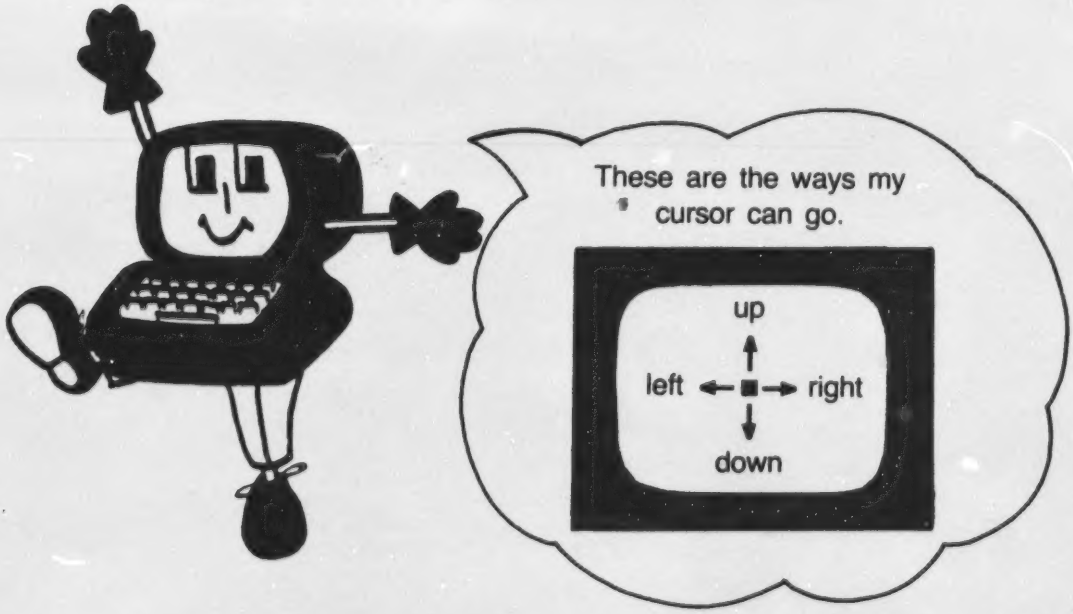
CURSOR

A cursor is a small square on the computer's screen. You can move it up, down, to the right and to the left. You use special keys to do this. A cursor shows where the next letter, number or symbol will be when you type it.



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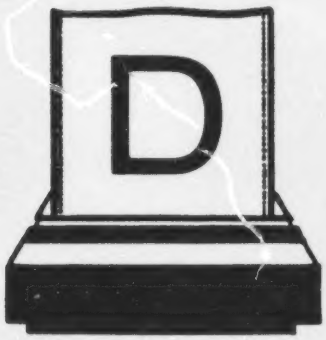
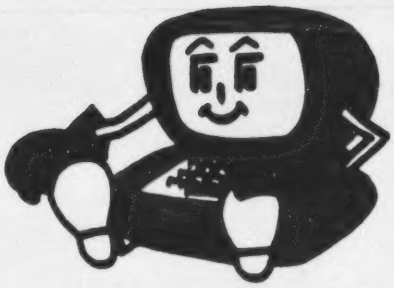


DEBUG

When you debug a program, you find and correct the mistakes or bugs. Then the computer can follow your instructions and do a good job.

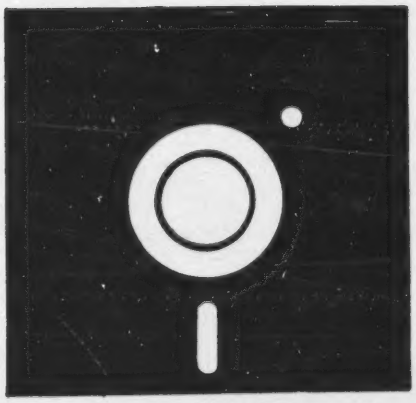
I don't understand this program.
Can you debug it?

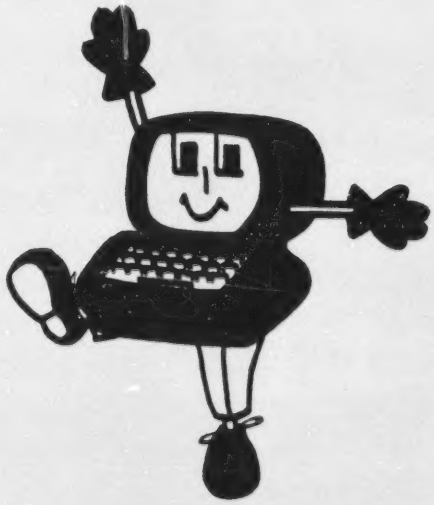
```
10 PRINN"Hello"
20 PRINT*How are you?*
```

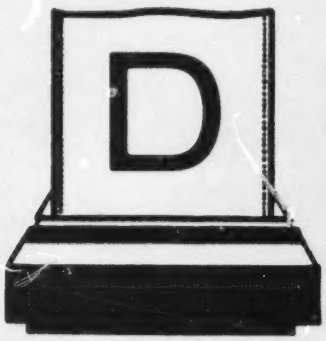


DISK

A disk is like a small, flat, plastic record inside a paper envelope. Disk is short for floppy disk. Information is stored on the disk with magnetic spots. Programs stored on disks are a kind of software. Disks are used with a disk drive.

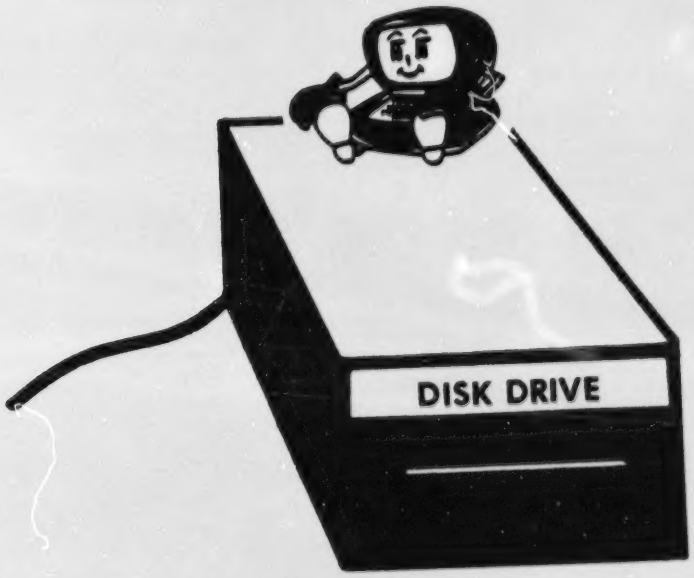


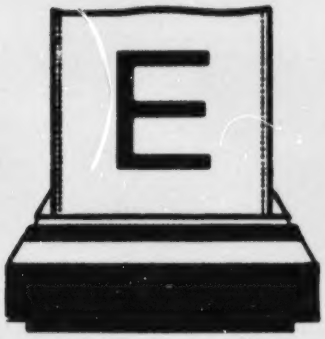




DISK DRIVE

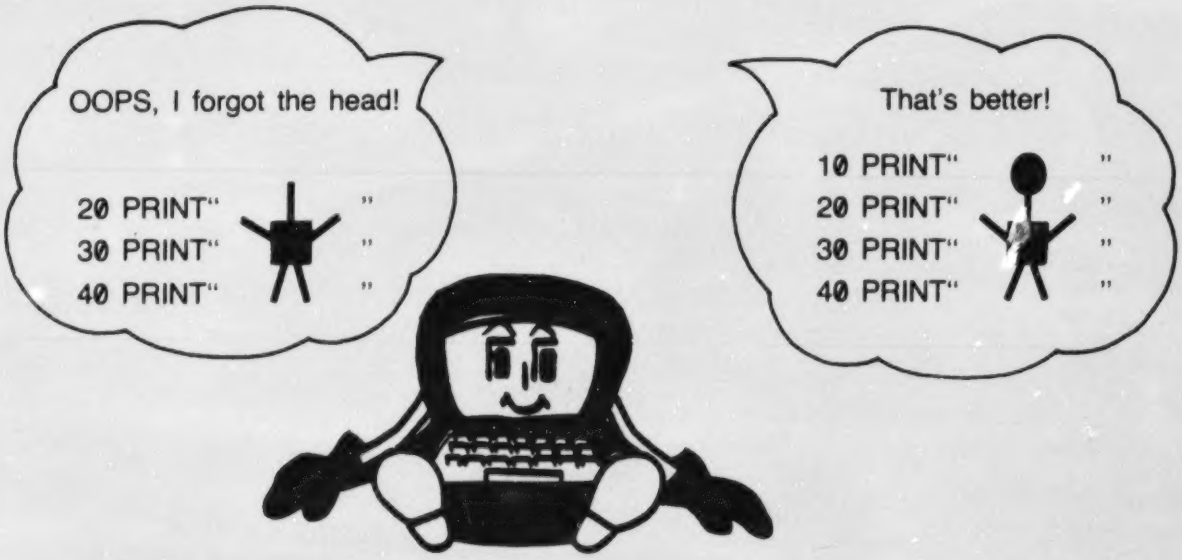
A disk drive is a small machine which reads magnetic spots on a disk. When a disk is put into the disk drive, information goes from the disk into the computer's memory. The disk drive is also used to save programs from the computer's memory onto the disk. A disk drive is a piece of computer hardware.





EDIT

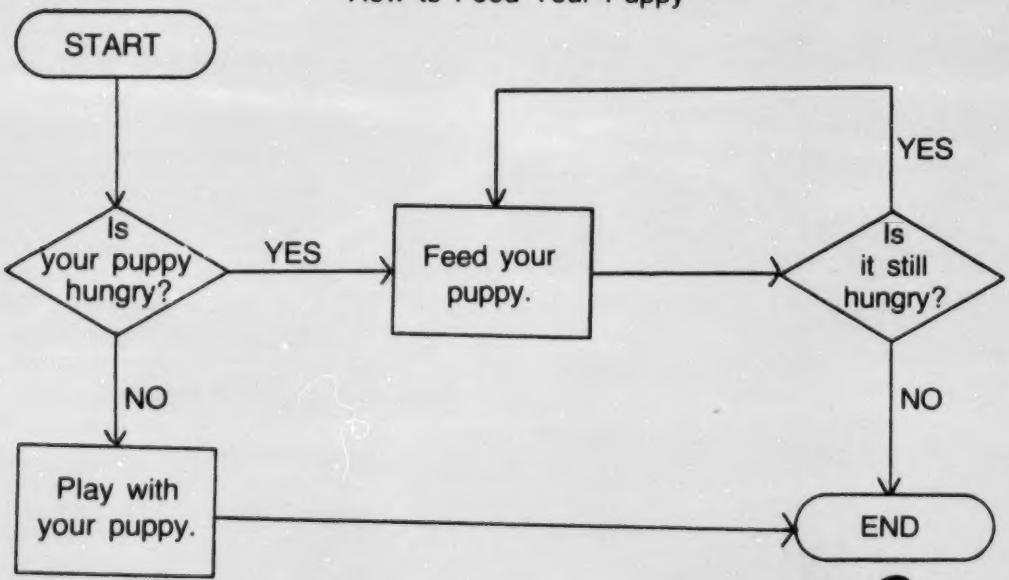
Edit means you change some of the information in a program. To edit a program you can add or take out words and numbers.



FLOWCHART

A flowchart is a drawing or a map which people make. It shows the steps in the right order that you need to solve a problem. A computer program may be written from information on a flowchart.

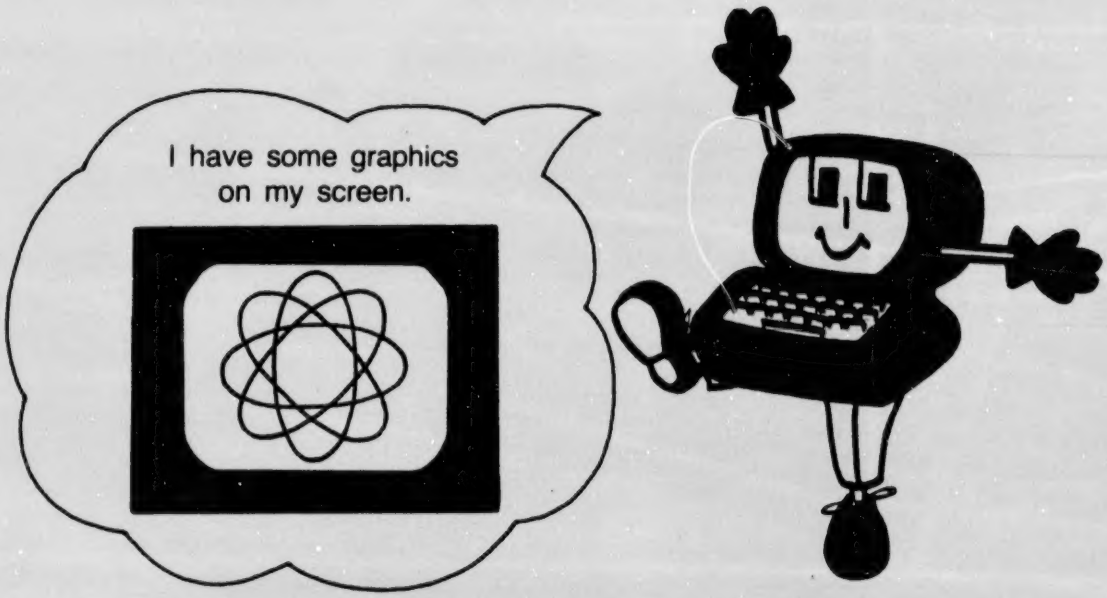
How to Feed Your Puppy



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

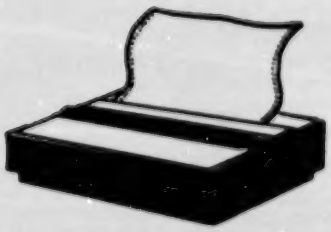
GRAPHICS

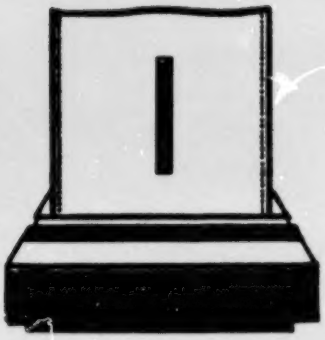
Graphics are shapes and pictures drawn by a computer. Graphics can be in color and they can move. They can be seen on a computer's screen or printed on paper.



HARDWARE

Hardware includes the computer and the equipment used with it. You can see and touch the pieces of hardware such as the printer and the keyboard. The opposite of hardware is software which is the programs written for the computer.





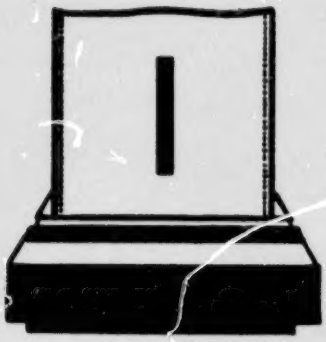
INFORMATION

Information is all the letters, words and numbers which a computer needs to do its work. Information can be facts about people or things. Another word for information is data.

I can use this information to help me do my work.

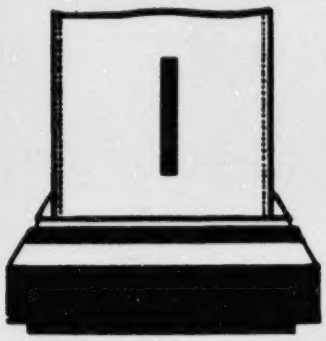
NAME Ali and Robin
ADDRESS 4 Main Street
AGE 5 years and 8 years.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



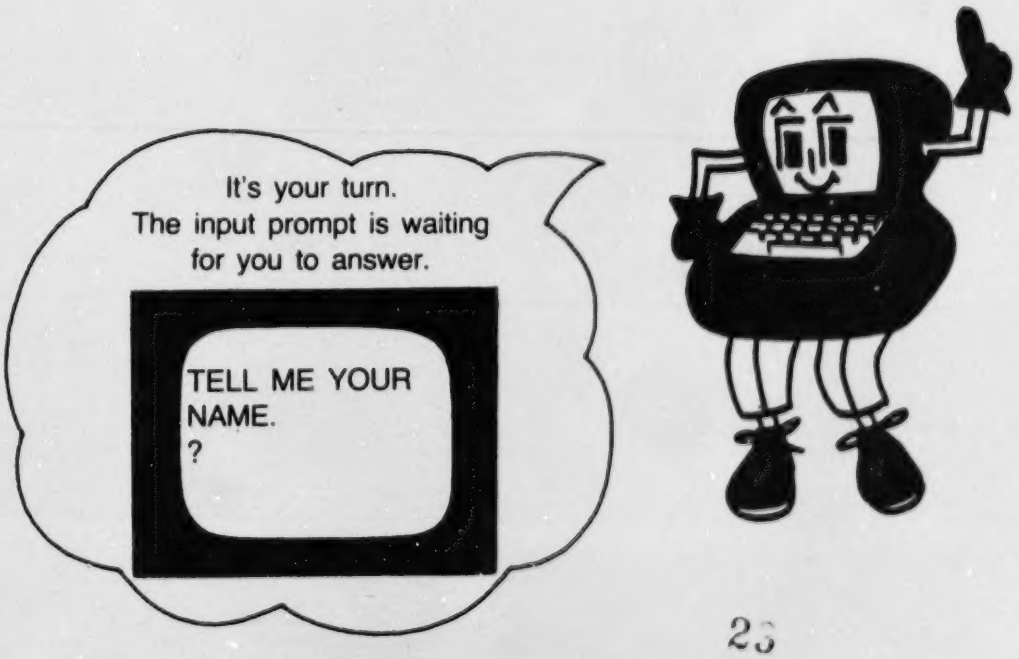
INPUT

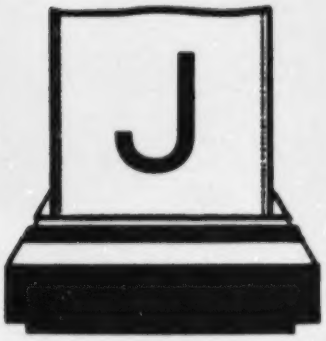
Input is the information that goes into a computer. You use the keyboard to type input into the computer. The computer uses the input to do its work.



INPUT PROMPT

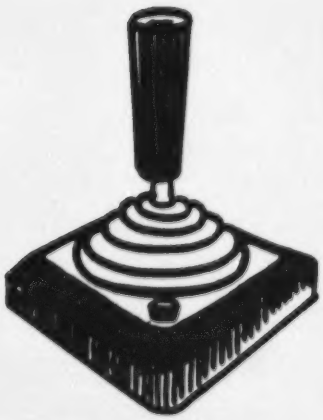
An input prompt is a special mark which the computer shows on its screen when it needs information. Often the input prompt is a [?]. The input prompt reminds a user that the computer is waiting for her or him to type something.





JOYSTICK

A joystick is a small, plastic base with a button you can press and a stick you can move. You use the joystick to steer pictures on the screen and to play computer games. A joystick is a piece of computer hardware.



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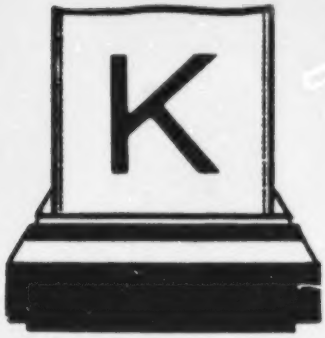
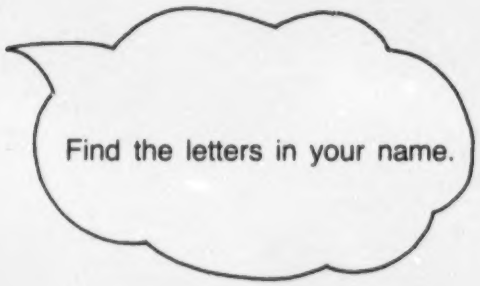
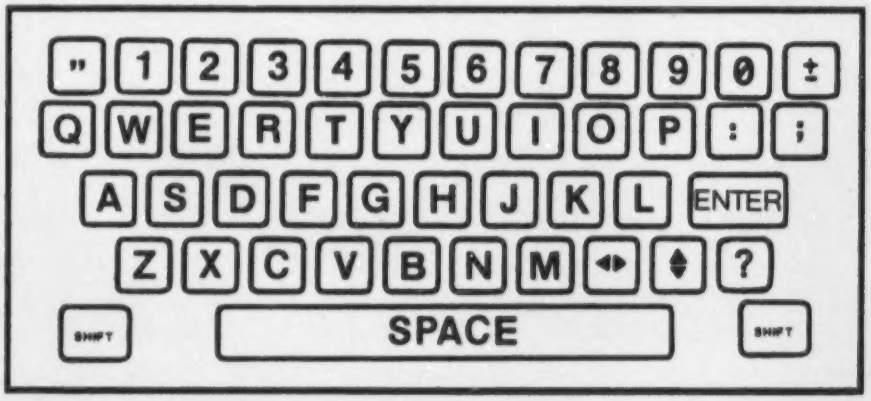


KEYBOARD

A keyboard is a machine which looks like a typewriter. It is used to type information into a computer. A keyboard has many keys with letters, numbers and shapes on them. A keyboard is a piece of computer hardware.





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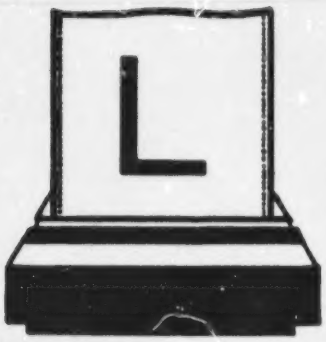
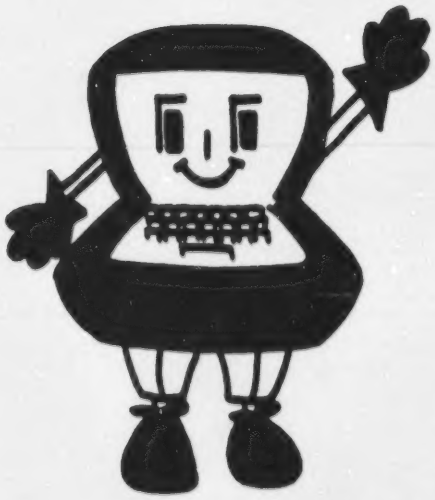
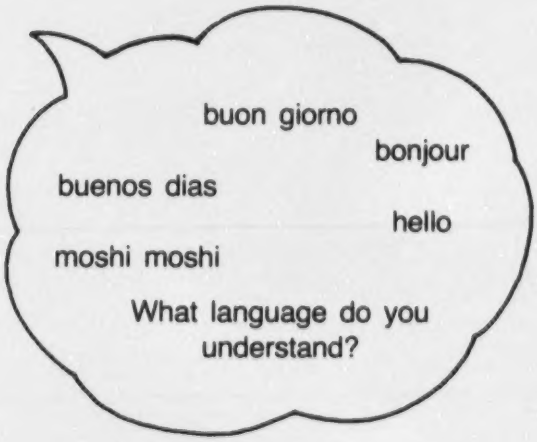
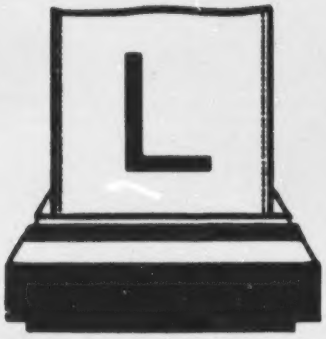


LANGUAGE

Language is all the words and numbers which the computer understands. You use a special language to tell the computer what to do. The language many microcomputers understand is called BASIC.



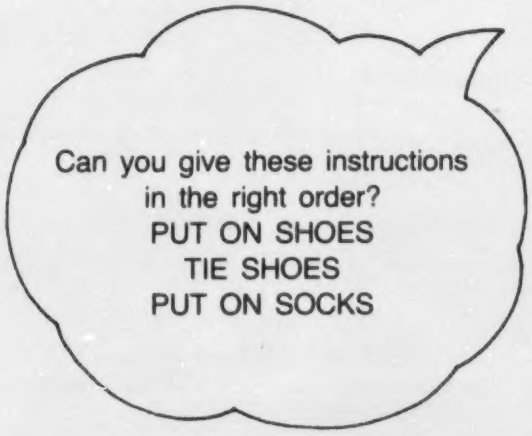




LINE NUMBER

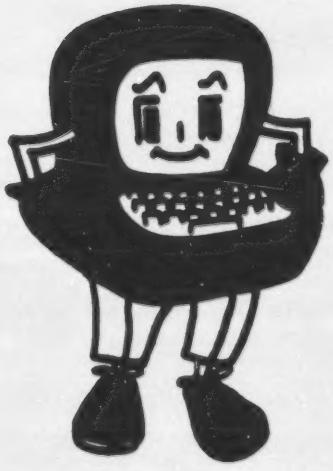
A line number is the number at the beginning of each line in a computer program. Each line is numbered so the computer follows the instructions in the right order.

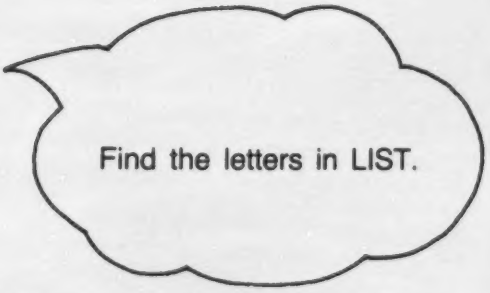
```
10 PRINT"On your mark!"
20 PRINT"Get set!"
30 PRINT"Go!"
```

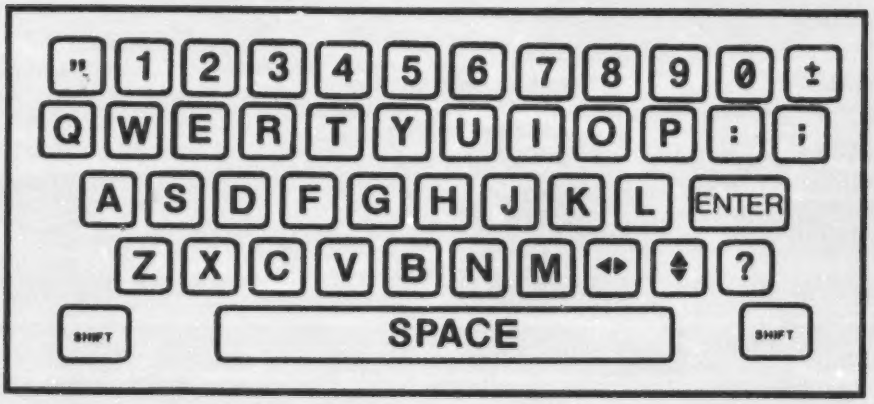


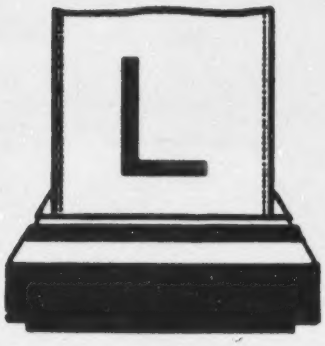
LIST

LIST is the command in BASIC which tells the computer to show you the instructions it is following. You see the computer program on the screen after you type the letters L I S T and press the return or enter key.



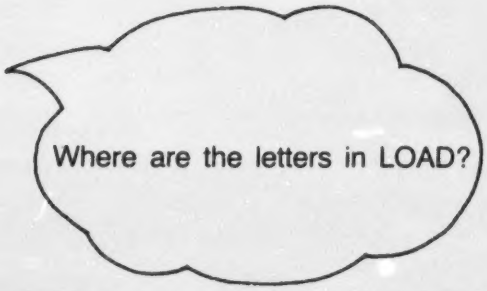


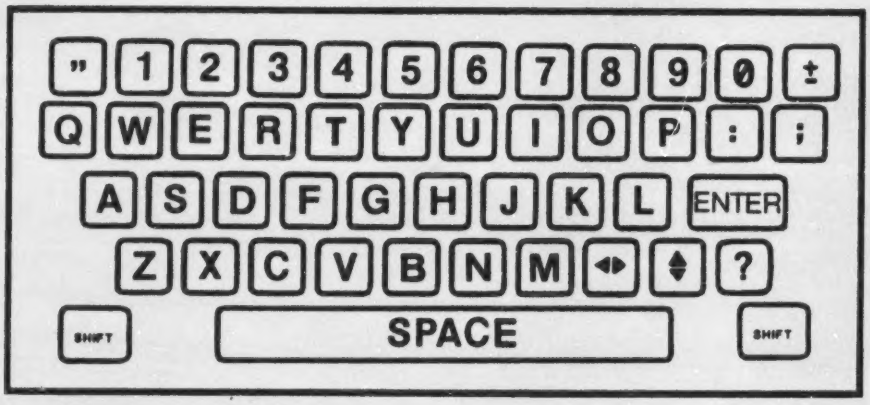


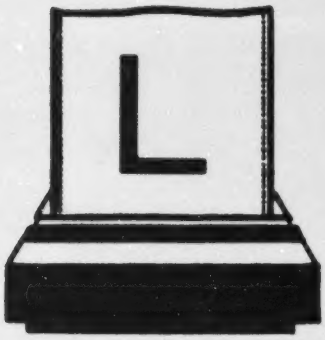


LOAD

LOAD is a command in BASIC. It is used to tell the computer to get a program from a tape or disk. There is a certain way to use the tape recorder and disk drive when you want to load a program. LOAD is the opposite of SAVE.

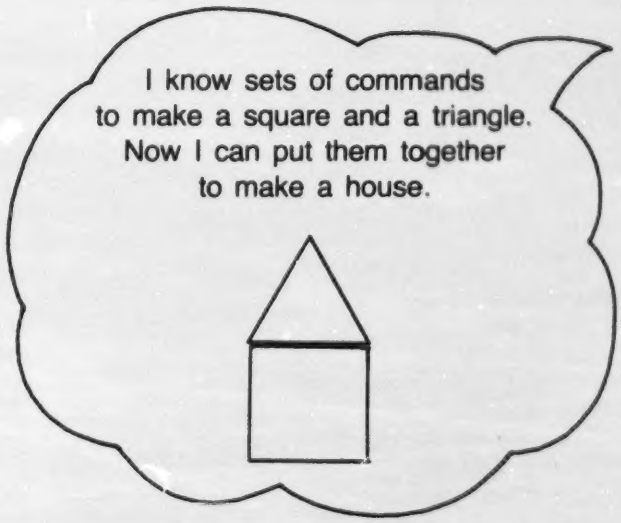


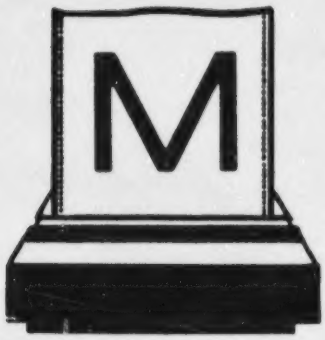




LOGO

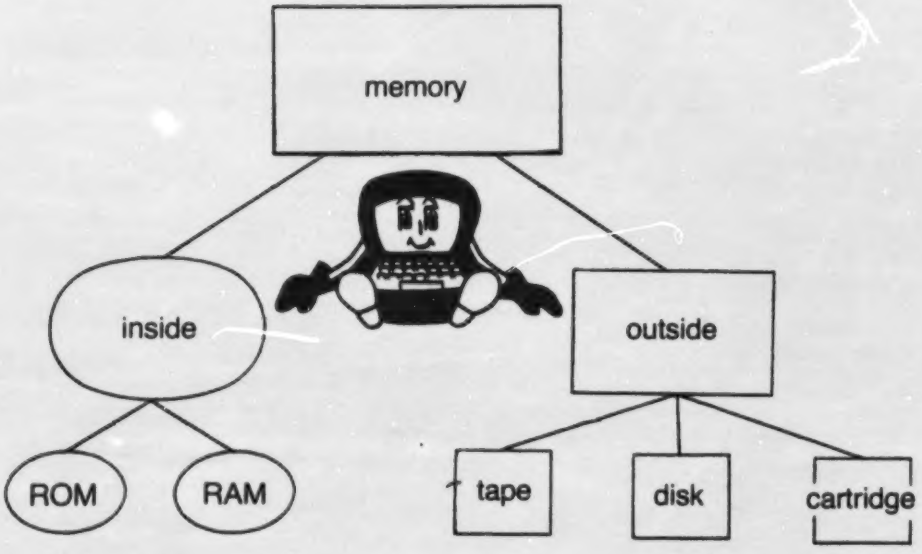
Logo is the name of an easy programming language. Logo helps you use the computer to think about ideas and to try them out in different ways. You can teach the computer small sets of commands and then put them together to make a big program. Turtle graphics and sprites are part of Logo.

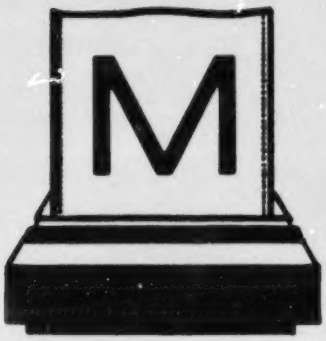




MEMORY

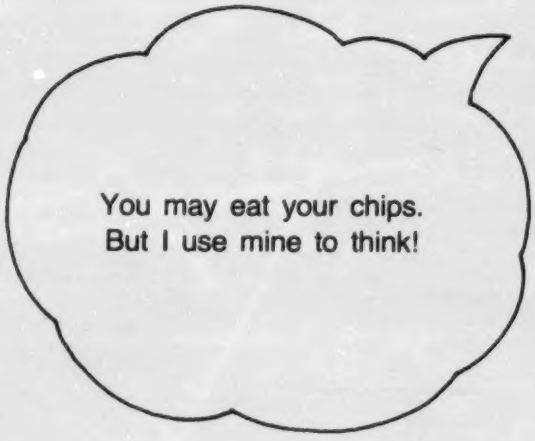
Memory is the place in a computer where information is kept. Some computers have large memories and others have small ones. Memory can also be outside a computer. There are different kinds of inside and outside memory.

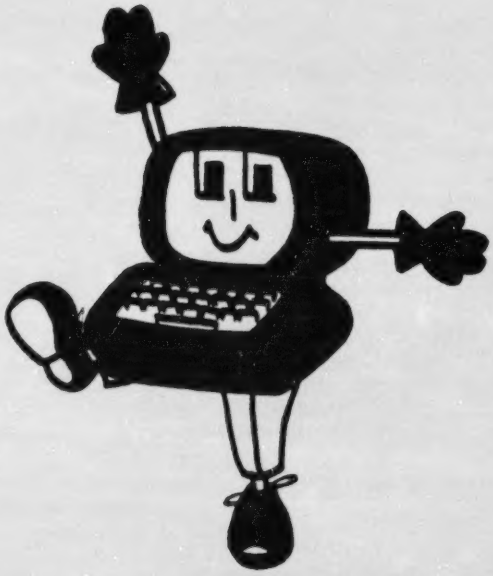


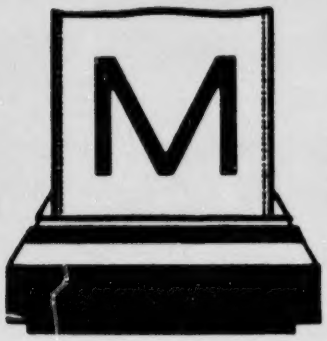


MICROCHIP

A microchip is a very thin, tiny slice of material, called silicon, inside a microcomputer. It carries many electrical signals which turn switches on and off as it works. A microchip is also called a chip. The chip handles all the information the computer needs to do its job. Microchips are also found in cartridges.

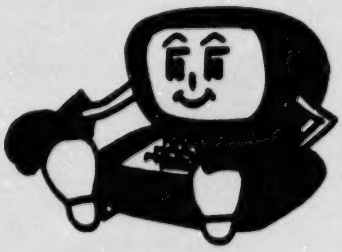






MICROCOMPUTER

A microcomputer is a small computer which can be placed on a table or desk. It has a keyboard like a typewriter and microchips which do its work. Some microcomputers have a built-in screen. Other microcomputers are attached to television sets. Microcomputers are often called computers or micros for short. A microcomputer is a piece of computer hardware.



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

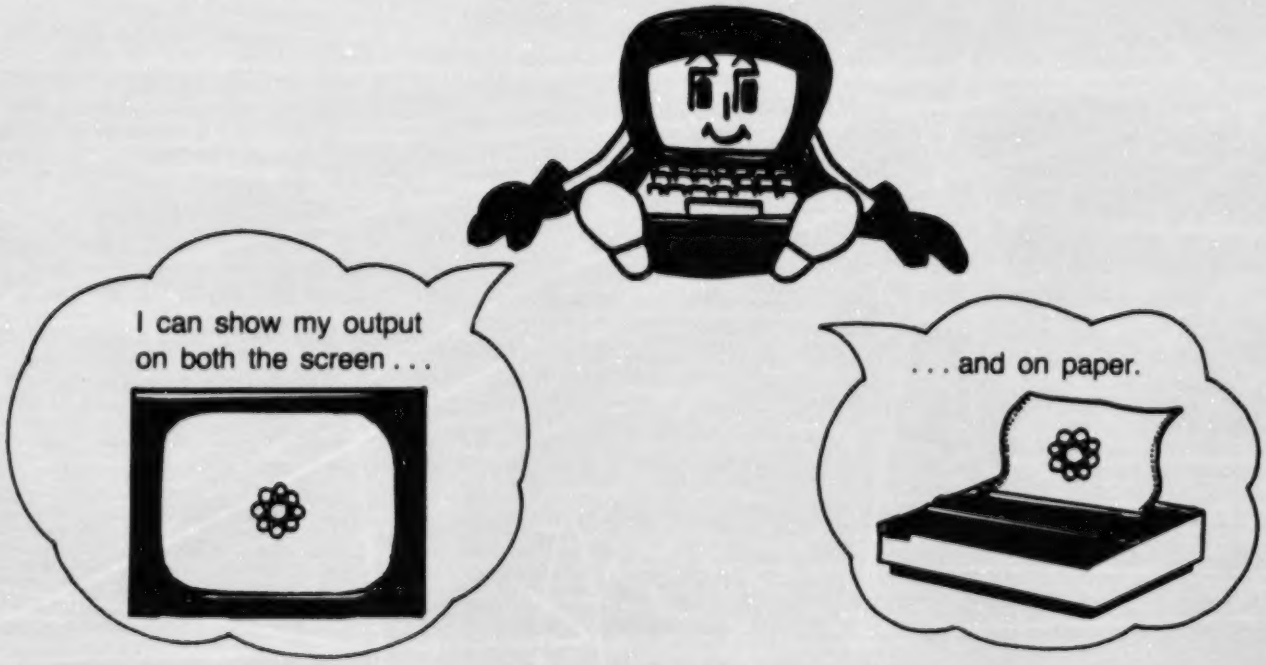
NEW

NEW is the command in BASIC which tells the computer to erase the program in its memory. Then the computer is ready to remember your new program. Your old program is gone after you type the letters N E W and press the return or enter key.

Point to the letters in NEW.

OUTPUT

Output is the information which comes out of the computer. It can be an answer to a question or the question itself. It can also be a picture or design. The output can be seen on a video screen or printed on paper. The opposite of output is input.

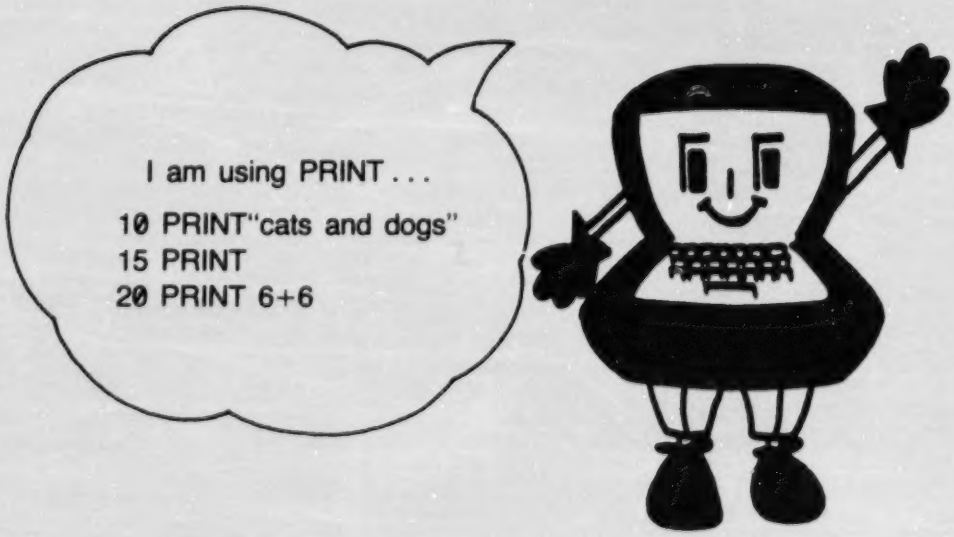


PRINT

PRINT is a special word in BASIC which is used in a computer program. It has three jobs:

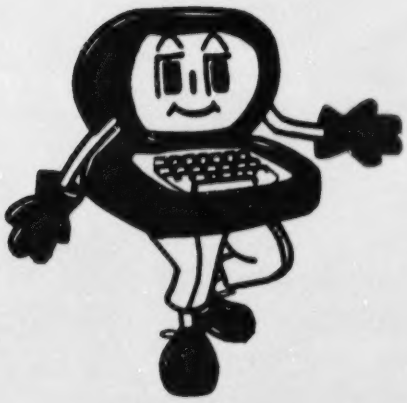
1. tells the computer to copy a message
2. tells the computer to leave a blank line
3. tells the computer to answer an arithmetic question

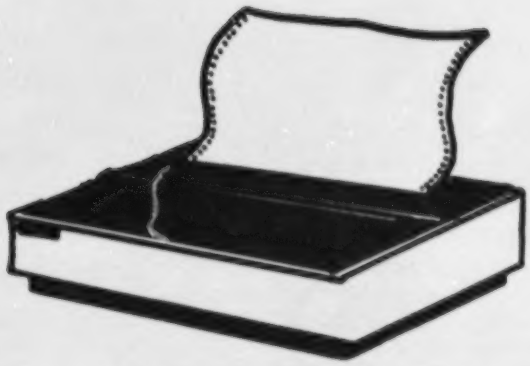
A question mark [?] may be used in place of the word PRINT.



PRINTER

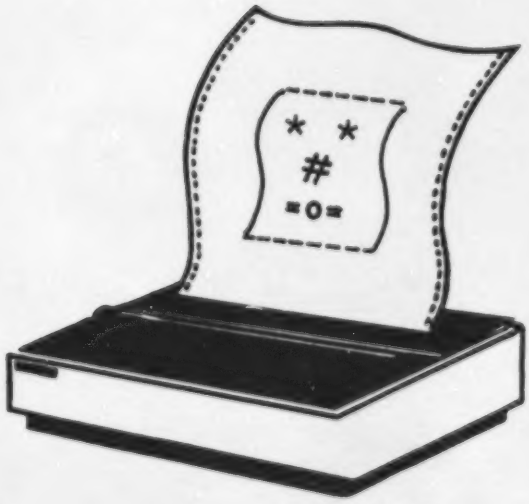
A printer is a machine which is used to make a copy of the computer's output onto paper. The printed paper is called printout. With a printer you can make many copies of your program. A printer is a piece of computer hardware.





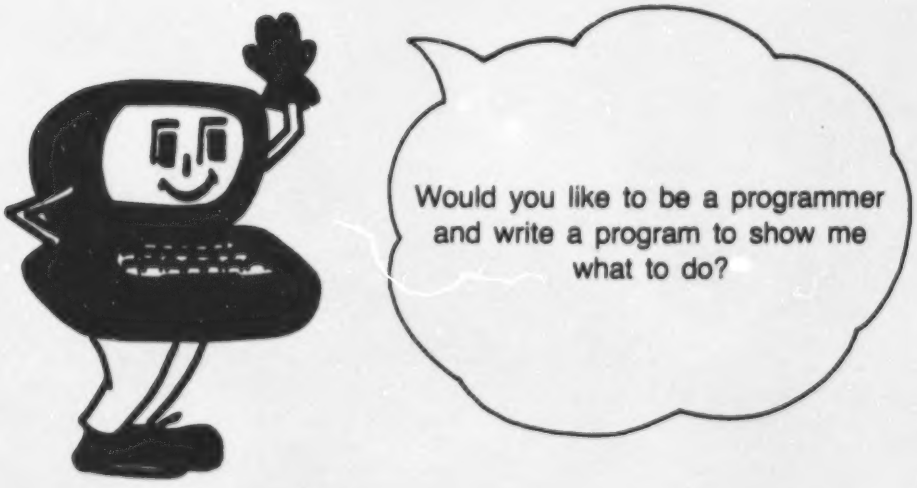
PRINTOUT

Printout is output from the computer which is printed on paper. The printer is plugged into the computer and the information goes from the computer to the paper. Printout is also called hard copy.



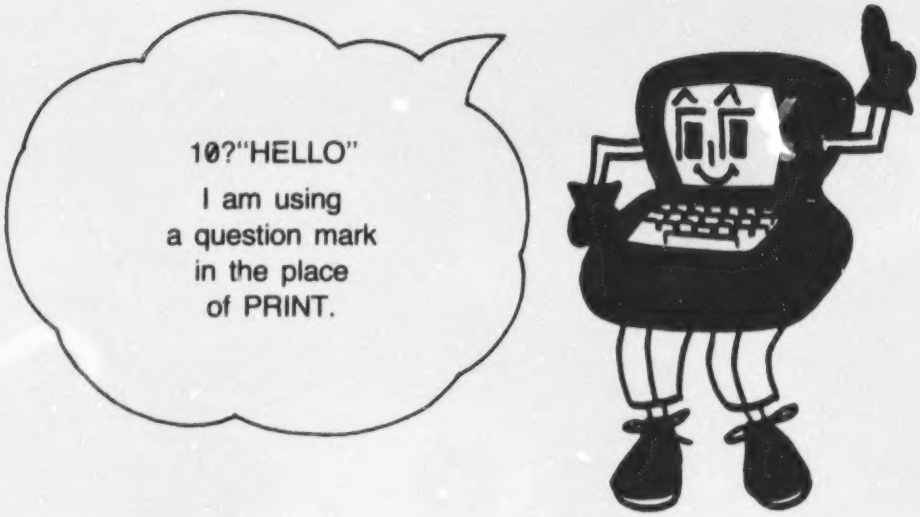
PROGRAM

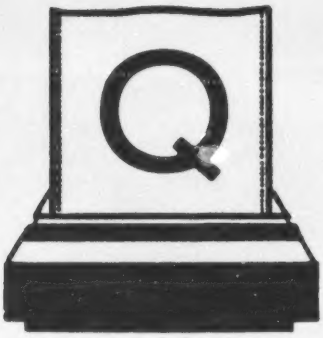
A program is a set of step-by-step instructions which tells the computer what to do. Each step begins with a line number so the computer can follow the steps in order. The instructions are written in a language such as BASIC or Logo which the computer understands. A person who writes programs is called a programmer.



QUESTION MARK

A question mark is a special sign which is used in a computer program. It looks like a curved line with a dot at the bottom [?]. A question mark may be used in place of the word PRINT. It tells the computer to copy a message, leave a blank line or answer an arithmetic question. A question mark is also used as an input prompt.





QUOTATION MARK

A quotation mark is a special sign which is used in a computer program. It looks like two tiny lines beside one another [”]. A quotation mark is used before and after the message you want copied on the screen. Quotation marks are used with PRINT statements.

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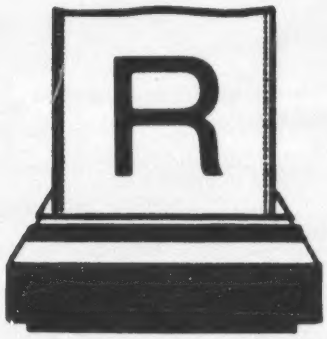
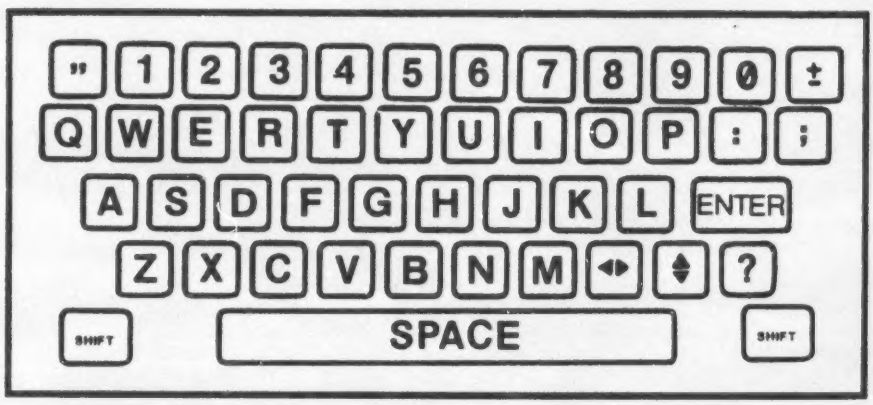
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



RUN

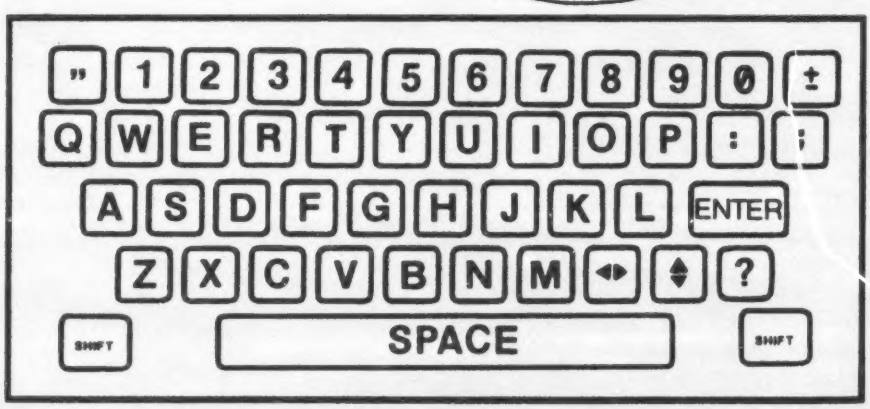
RUN is a command in BASIC which tells the computer to start a program working. The computer follows all the instructions in its memory when you type the letters R U N and press the return or enter key.



A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

SAVE

SAVE is a command in BASIC. It is used to tell the computer to store a program on a tape or disk. There is a certain way to use a tape recorder and a disk drive when you want to save a program. SAVE is the opposite of LOAD.



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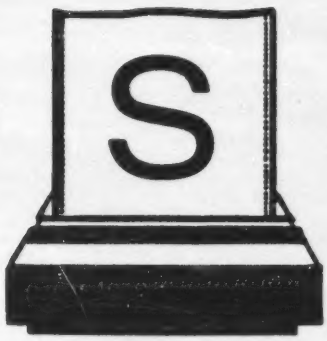
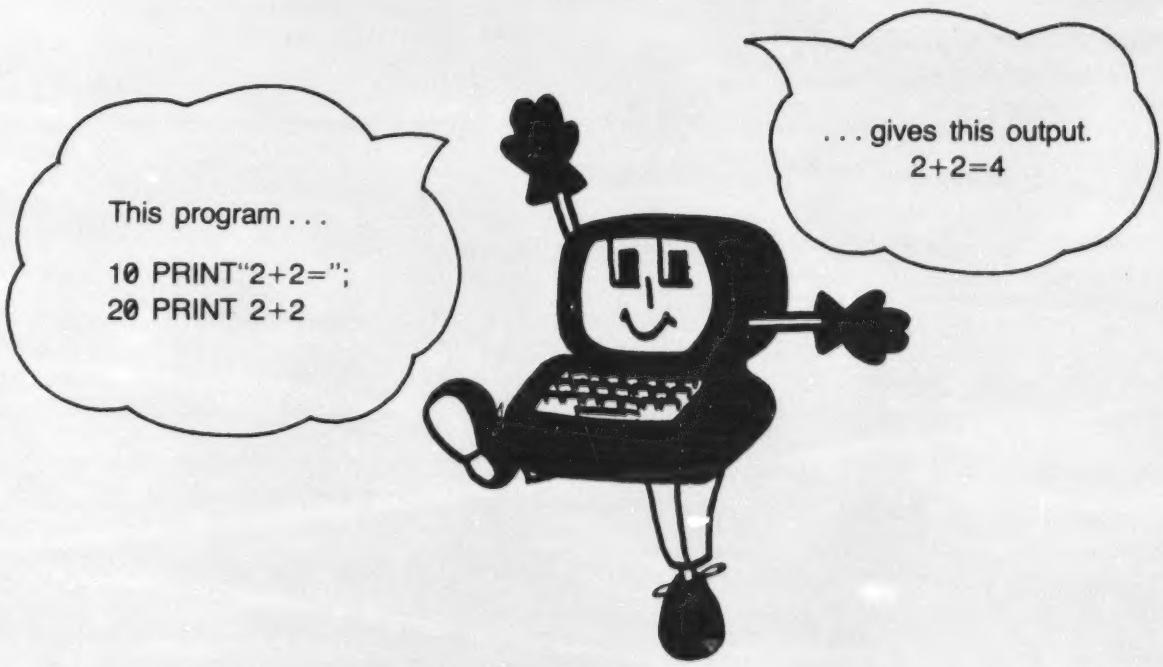


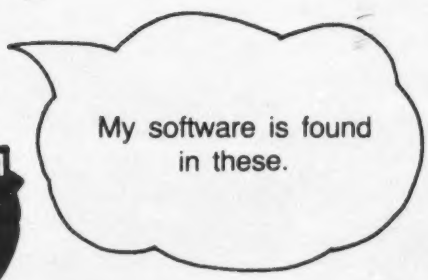
SEMICOLON

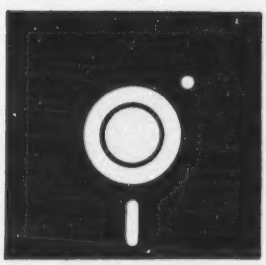
A semicolon is a mark which tells the computer how to space its output. A semicolon looks like a dot above a comma [;]. It tells the computer to show the output on one line without leaving a space.

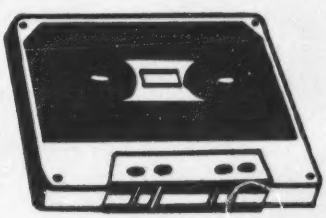


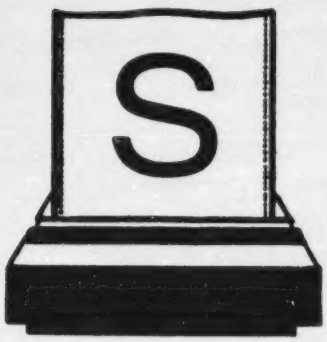
SOFTWARE

Software is programs and information which a computer uses. Software is usually stored on tapes, disks and cartridges. A programmer writes software for a computer.



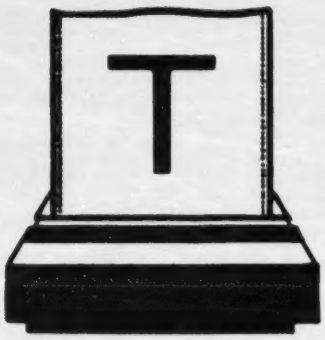






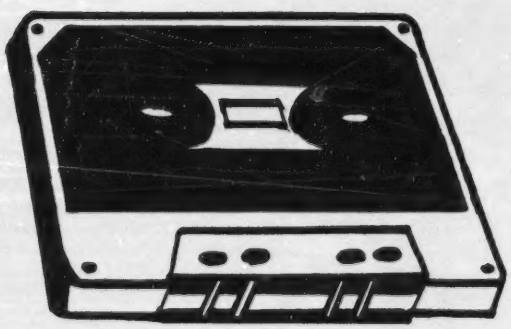
STORE

To store a program means to save it to use at another time. You can store a program on a tape or disk. When you want to use it again, load the program into the computer's memory with a tape recorder or a disk drive.

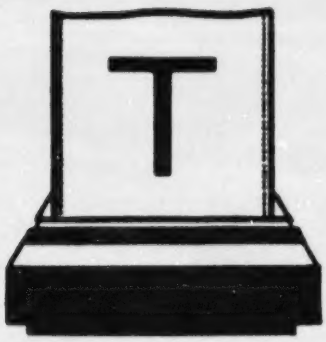


TAPE

A tape is a thin, plastic ribbon inside a small case. Tape is short for cassette tape. Information is stored on the tape with magnetic spots. Programs stored on tape are a kind of software. Tapes are used with a tape recorder.

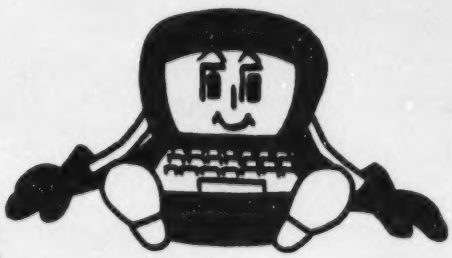


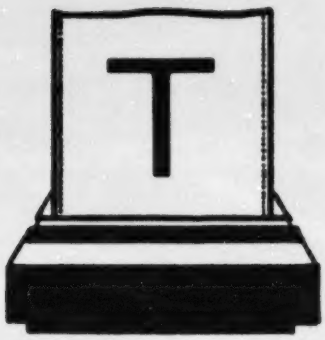
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



TAPE RECORDER

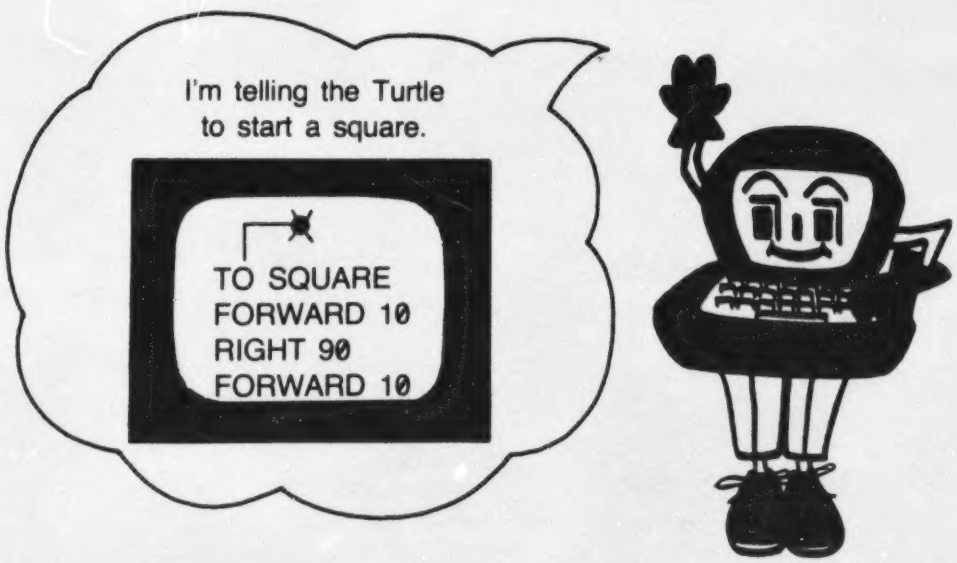
A tape recorder is a small machine which reads magnetic spots on a tape. When a tape is put into the tape recorder, information goes from the tape into the computer's memory. The tape recorder is also used to save programs from the computer's memory onto the tape. A tape recorder is a piece of computer hardware.

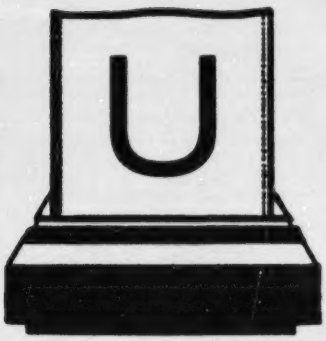




TURTLE GRAPHICS

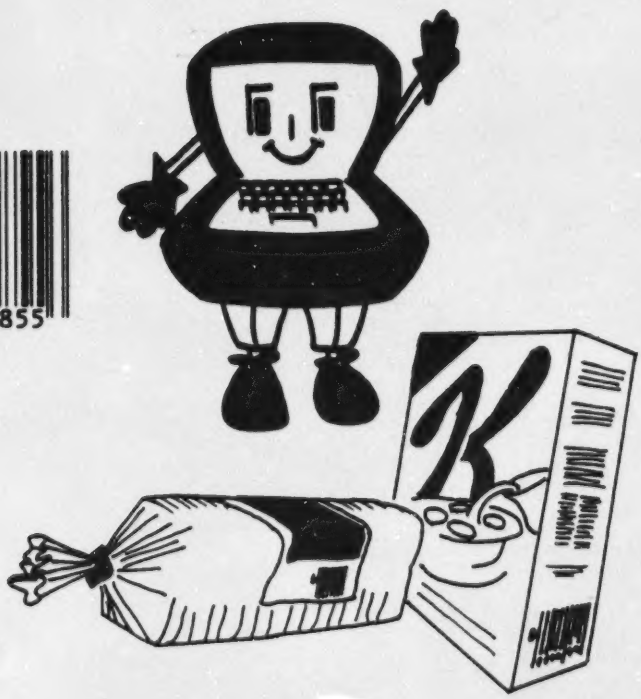
Turtle graphics is a way of drawing in Logo. You can teach the computer to make shapes on the screen. You tell the drawing cursor, called the "Turtle," to move forward or backward and to turn left or right.





UNIVERSAL PRODUCT CODE

A Universal Product Code is a special pattern of thick and thin lines with numbers. It is found on packages you buy at the store. The Universal Product Code is used by the store's computer to read information about the product.



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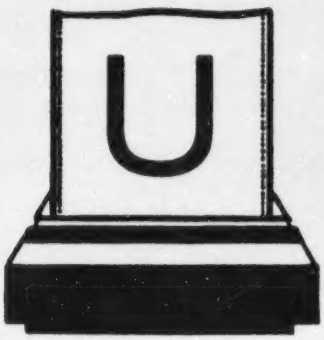
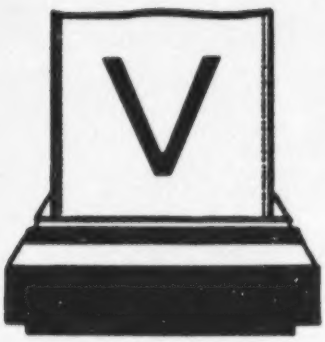


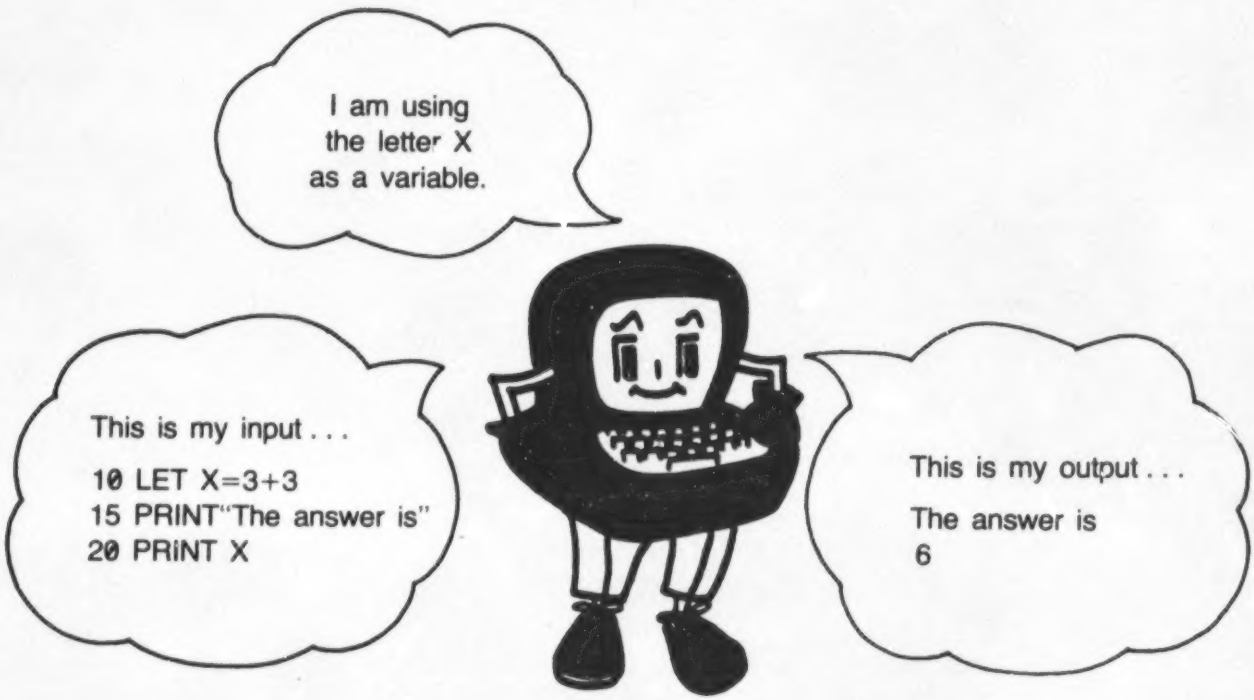
USER

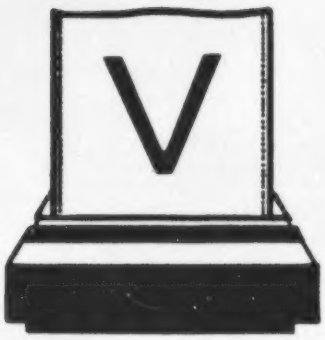
A user is someone who works with or uses a computer. Users may write their own programs or work with programs written by others. A "users' group" is a club of people who all like computers and share ideas and programs.



VARIABLE

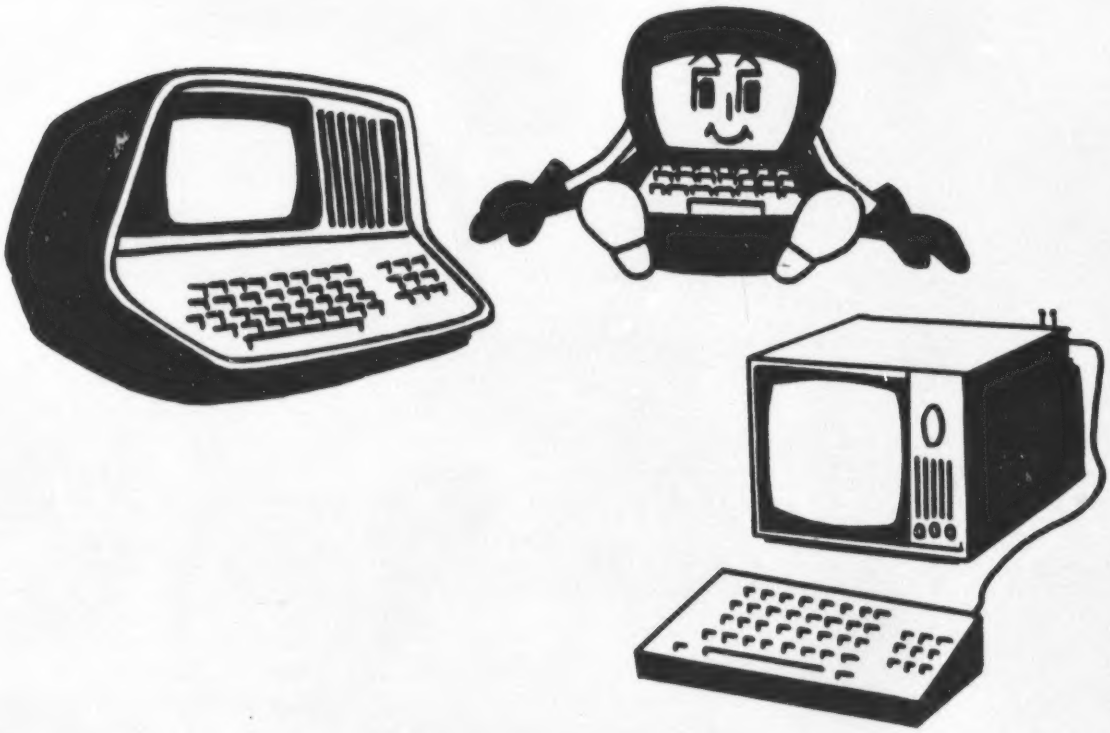
A variable is any letter which takes the place of a number or word. You can use the letter X as a variable in computer programs just as you do in number sentences.


I am using the letter X as a variable.
This is my input . . .
10 LET X=3+3
15 PRINT"The answer is"
20 PRINT X
This is my output . . .
The answer is
6

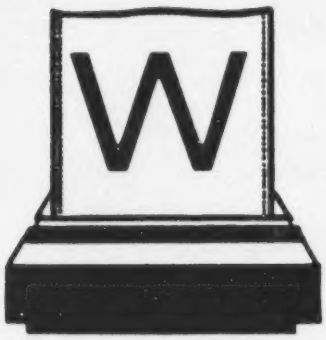


VIDEO SCREEN

A video screen is a place where the computer shows information. It looks like a TV screen. You can see input or output on the screen. It is also called a monitor or a screen for short. A video screen is a piece of computer hardware.

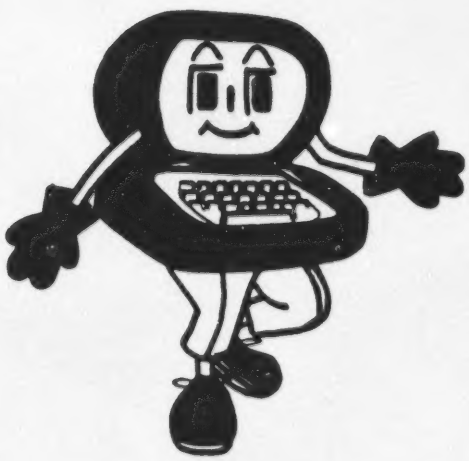


A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



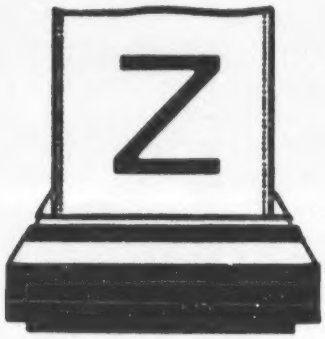
WORD PROCESSING

Word processing is a way to easily change what you have typed on the screen. The computer makes it easy for you to move words and sentences from one part of your story to another. With word processing you do not have to type your story again to change it.



I can change all the names of the characters and places in my story whenever I want.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z



ZERO

Zero is a number. It is different from the letter O. So it is not mixed up with the letter O, the computer's zero has a slanted line in the middle like this [0].

When you print
your zero on paper,
make it look like this 0.

55

What other new words
do you know?
Print them in the boxes.
Draw pictures of them, too.

YOUR NEW WORDS

ADDRESS	An address can be a number or a name.
BASIC	BASIC is the name of an easy programming language.
BUG	A bug is a mistake in a computer program.
CARTRIDGE	A cartridge is a small, plastic case with microchips inside.
COLON	A colon is a mark which joins more than one instruction on the same line in a program.
COMMAND	A command is a word in the computer's language which tells the computer to do something.
COMPUTER	A computer is a machine with a memory.
CURSOR	A cursor is a small square on the computer's screen.
DEBUG	When you debug a program, you find and correct the mistakes or bugs.
DISK	A disk is like a small, flat, plastic record inside a paper envelope.
DISK DRIVE	A disk drive is a small machine which reads magnetic spots on a disk.
EDIT	Edit means you change some of the information in a program.

FLOWCHART	A flowchart is a drawing or a map which people make.
GRAPHICS	Graphics are shapes and pictures drawn by a computer.
HARDWARE	Hardware includes the computer and the equipment used with it.
INFORMATION	Information is all the letters, words and numbers which a computer needs to do its work.
INPUT	Input is the information that goes into a computer.
INPUT PROMPT	An input prompt is a special mark which the computer shows on its screen when it needs information.
JOYSTICK	A joystick is a small, plastic base with a button you can press and a stick you can move.
KEYBOARD	A keyboard is a machine which looks like a typewriter.
LANGUAGE	Language is all the words and numbers which the computer understands.
LINE NUMBER	A line number is the number at the beginning of each line in a computer program.
LIST	LIST is the command in BASIC which tells the computer to show you the instructions it is following.
LOAD	LOAD is a command in BASIC.
LOGO	Logo is the name of an easy programming language.
MEMORY	Memory is the place in a computer where information is kept.
MICROCHIP	A microchip is a very thin, tiny slice of material called silicon, inside a microcomputer.

MICROCOMPUTER	A microcomputer is a small computer which can be placed on a table or desk.
NEW	NEW is the command in BASIC which tells the computer to erase the program in its memory.
OUTPUT	Output is the information which comes out of the computer.
PRINT	PRINT is a special word in BASIC which is used in a computer program.
PRINTER	A printer is a machine which is used to make a copy of the computer's output onto paper.
PRINTOUT	Printout is output from the computer which is printed on paper.
PROGRAM	A program is a set of step-by-step instructions which tells the computer what to do.
QUESTION MARK	A question mark is a special sign which is used in a computer program.
QUOTATION MARK	A quotation mark is a special sign which is used in a computer program.
RUN	RUN is a command in BASIC which tells the computer to start a program working.
SAVE	SAVE is a command in BASIC.
SEMICOLON	A semicolon is a mark which tells the computer how to space its output.
SOFTWARE	Software is programs and information which a computer uses.
STORE	To store a program means to save it to use at another time.
TAPE	A tape is a thin, plastic ribbon inside a small case.

TAPE RECORDER	A tape recorder is a small machine which reads magnetic spots on a tape.
TURTLE GRAPHICS	Turtle graphics is a way of drawing in Logo.
UNIVERSAL PRODUCT CODE	A Universal Product Code is a special pattern of thick and thin lines with numbers.
USER	A user is someone who works with or uses a computer.
VARIABLE	A variable is any letter which takes the place of a number or word.
VIDEO SCREEN	A video screen is a place where the computer shows its information.
WORD PROCESSING	Word processing is a way to easily change what you have typed on the screen.
ZERO	Zero is a number.

Suzanne Girard, a primary teacher, and Kathlene Willing, a reading specialist, are the directors of Education In Progress, a learning and information centre in Toronto. They provide a wide range of educational services and teach computer courses for children and adults. Their experience with young students prompted them to write a computer dictionary for the primary grades. Along with writing articles and book reviews for a variety of publications, they produce an annual brochure, "New Canadian Children's Books," as well as one entitled, "Tips 'n Chips on Microcomputers."

Melanie Hayes is a freelance artist and illustrator. She studied art in high school and graduated from the Ontario College of Art before persuing additional courses at Centennial College. Melanie and her husband make their home in Toronto where she combines a busy career with raising their six year old son. Along with her background in commercial art, she has developed a strong interest in portraiture and fashion illustration.